What is claimed is:

1. A graphics rendering software program for providing instructions to one or more processors to render graphics on a display of an embedded computing device configured for establishing a network connection with at least one other computing device, comprising:

(a) an application layer;

(b) a graphics toolkit; and

(c) a graphics driver, including:

(1) a shape function layer including a target architecture specific instruction set for setting and retrieving pixel values, respectively, into and from a one-dimensional framebuffer memory; and

(2) a framebuffer access macro layer including a set of macros for inlining into the shape function layer.

2. The graphics rendering software program of Claim 1, wherein the shape function layer is inlined into the application layer.

3. The graphics rendering software program of Claim 1, wherein the macros include scanline access instructions.

4. The graphics rendering software program of Claim 3, wherein the scanline access instructions are formulated to use scanline cells.

5. The graphics rendering software program of Claim 4, wherein the scanline cells include a smallest addressable scanline unit holding pixel information.

6. The graphics rendering software program of Claim 3, wherein the scanline access instructions are reformulated from known algorithms to use scanline cells.

7. The graphics rendering software program of Claim 6, wherein the scanline cells include a smallest addressable scanline unit holding pixel information.

8. A method for rendering graphics on a display of an embedded computing device configured for establishing a network connection with at least one other computing device, comprising the steps of:

(a) setting and retrieving pixel values, respectively, into and from a one-dimensional framebuffer memory of a shape function layer of a graphics rendering software running on the embedded computing device; and

(b) inlining macros into the shape function layer.

9. The method of Claim 8, further comprising the step of inlining the shape function layer into an application layer.

10. The method of Claim 8, wherein the macros include scanline access instructions.

11. The method of Claim 10, wherein the scanline access instructions are formulated to use scanline cells.

12. The method of Claim 11, wherein the scanline cells include a smallest addressable scanline unit holding pixel information.

13. The method of Claim 10, wherein the scanline access instructions are reformulated from known algorithms to use scanline cells.

14. The method of Claim 13, wherein the scanline cells include a smallest addressable scanline unit holding pixel information.

15. A graphics driver of a graphics rendering software program for providing instructions to one or more processors to render graphics on a display of an embedded computing device configured for establishing a network connection with at least one other computing device, comprising:

(a) a shape function layer including a target architecture specific instruction set for setting and retrieving pixel values, respectively, into and from a one-dimensional framebuffer memory; and

(b) a framebuffer access macro layer including a set of macros for inlining into the shape function layer.

16. The graphics driver of Claim 15, wherein the shape function layer is inlined into the application layer.

17. The graphics driver of Claim 15, wherein the macros include scanline access instructions.

18. The graphics driver of Claim 17, wherein the scanline access instructions are formulated to use scanline cells.

19. The graphics driver of Claim 18, wherein the scanline cells include a smallest addressable scanline unit holding pixel information.

20. The graphics driver of Claim 17, wherein the scanline access instructions are reformulated from known algorithms to use scanline cells.

21. The graphics driver of Claim 20, wherein the scanline cells include a smallest addressable scanline unit holding pixel information.